

GAME GENIE

SUPER NES™ CODE UPDATE



- **Disney's The Jungle Book™**
- **Double Dragon 5™**
- **Dream TV™**
- **Equinox™**
- **Eye of the Beholder™**
- **Fatal Fury 2™**
- **The Incredible Hulk™**
- **Inspector Gadget™**
- **Ken Griffey Jr. Presents Major League Baseball™**
- **Knights of the Round™**
- **Lamborghini American Challenge™**
- **The Lawnmower Man™**
- **Lester the Unlikely™**
- **Lufia & The Fortress of Doom™**
- **Mario's Time Machine™**
- **NBA Jam™—Alternate Codes**
- **NBA Showdown™**
- **Pirates of Dark Water™**
- **Redline: F-1 Racer™**
- **Saturday Night Slam Masters™**
- **Star Trek: The Next Generation™**
- **Super Street Fighter II™**
- **T2 The Arcade Game™**
- **Tetris 2™**
- **Timeslip™**
- **Wing Commander: The Secret Missions™**
- **Wizardry VI™**
- **Young Merlin™**

THIS COULD BE YOUR LAST ISSUE!

SEE ADDRESS LABEL ON BACK. IF THIS IS YOUR LAST ISSUE, USE ORDER FORM (LAST PAGE) AND CHECK "RENEWAL" BOX!

DISNEY'S BEAUTY AND THE BEAST AND DISNEY'S THE JUNGLE BOOK ARE TRADEMARKS OF THE WALT DISNEY COMPANY. DOUBLE DRAGON 5 IS A TRADEMARK OF LELAND INTERACTIVE MEDIA. DREAM TV IS A TRADEMARK OF TRIFFIX, INC. EQUINOX IS A TRADEMARK OF SONY MUSIC ENTERTAINMENT INC. EYE OF THE BEHOLDER IS A TRADEMARK OF CAPCOM U.S.A., INC. FATAL FURY 2 IS A TRADEMARK OF SNK. THE INCREDIBLE HULK IS A TRADEMARK OF MARVEL ENTERTAINMENT GROUP, INC. INSPECTOR GADGET IS A TRADEMARK OF DIC ANIMATION CITY, INC. KEN GRIFFEY JR. PRESENTS MAJOR LEAGUE BASEBALL IS A TRADEMARK OF MAJOR LEAGUE BASEBALL PROPERTIES, INC. KNIGHTS OF THE ROUND IS A TRADEMARK OF CAPCOM CO. LTD. LAMBORGHINI AMERICAN CHALLENGE IS A TRADEMARK OF AUTOMOBILI LAMBORGHINI, S.P.A. THE LAWNMOWER MAN IS A TRADEMARK OF THE SALES CURVE LTD. LESTER THE UNLIKELY IS A TRADEMARK OF DTMIC INC. LUFIA & THE FORTRESS OF DOOM IS A TRADEMARK OF TAITO CORPORATION. MARIO'S TIME MACHINE IS A TRADEMARK OF NINTENDO OF AMERICA INC. NBA JAM IS A TRADEMARK OF NBA PROPERTIES, INC. NBA SHOWDOWN IS A TRADEMARK OF ELECTRONIC ARTS. PIRATES OF DARK WATER IS A TRADEMARK OF HANNA-BARBERA PRODUCTIONS, INC. REDLINE: F-1 RACER IS A TRADEMARK OF ABSOLUTE ENTERTAINMENT, INC. SATURDAY NIGHT SLAM MASTERS IS A TRADEMARK OF CAPCOM. STAR TREK: THE NEXT GENERATION IS A TRADEMARK OF PARAMOUNT PICTURES. SUPER STREET FIGHTER II IS A TRADEMARK OF CAPCOM. T2 THE ARCADE GAME IS A TRADEMARK OF CAROLCO PICTURES INC. TETRIS 2 IS A TRADEMARK OF ELORG. TIMESLIP IS A TRADEMARK OF VIC TOKAI INC. WING COMMANDER: THE SECRET MISSIONS IS A TRADEMARK OF ORIGIN SYSTEMS, INC. WIZARDRY VI IS A TRADEMARK OF SIR TECH SOFTWARE, INC. YOUNG MERLIN IS A TRADEMARK OF WESTWOOD STUDIOS, INC. SUPER NES IS A TRADEMARK OF NINTENDO OF AMERICA INC. GAME GENIE IS A TRADEMARK OF LEWIS GALOOB TOYS, INC.

GAME GENIE CODE BOOKLET SUPER NES™

Is published by Lewis Galoob Toys, Inc., as a supplement to the codebook. Correspondence should be addressed to:

GAME GENIE UPDATE/SUPER NES™

P.O. BOX 5941

STACY, MN 55078

All submissions become the property of Lewis Galoob Toys, Inc., and will not be acknowledged or returned.

GAME GENIE CONTACTS

For assistance with operating your Game Genie, or for warranty and service information:

GAME GENIE HELPLINE

1-513-868-8835

NOTE: CODES ARE NOT AVAILABLE BY PHONE

Or, write to:

Game Genie Consumer Service, 2350 Pleasant Avenue, Hamilton, OH 45015

To report problem codes:

Game Genie Consumer Service, 2350 Pleasant Avenue, Hamilton, OH 45015

Game Genie® works on many game titles for the Super Nintendo Entertainment System®. Not all effects can be created at the same time, some effects and combinations of effects are not available on some games, and some game play features may not be accessible.

Game Genie is a product of Lewis Galoob Toys, Inc., and is not manufactured, distributed or endorsed by Nintendo of America Inc. Nintendo, Super NES and Super Nintendo Entertainment System are trademarks of Nintendo of America Inc.

All game titles and related names of characters and game features are trademarks of their respective owners.

Game Genie and Galoob are trademarks of Lewis Galoob Toys, Inc. ©1991, 1992, 1993, 1994 Lewis Galoob Toys, Inc. All Rights Reserved. U.S. Patent No. 5,112,051.

Disney's The Jungle Book

CODES 1 THRU 5: NORMAL GAME

- | | | |
|----|-----------|---|
| 1 | DBEF-1F67 | Start with 9 hearts |
| 2 | D1EF-1F67 | Start with 6 hearts |
| 3 | DFEF-1F67 | Start with 1 heart |
| 4 | DBEF-1DD7 | Start with 10 lives |
| 5 | DFEF-1DD7 | Start with 2 lives |
| 6 | C2CC-4704 | Infinite lives |
| 7 | DD6F-4DD4 | Infinite weapons |
| 8 | DDCF-3F6D | Hearts from big jungle fruit restore all energy |
| 9 | D4C0-1FAF | 20 seconds from hourglass |
| 10 | D7C0-1FAF | 30 seconds from hourglass |
| 11 | E8CA-3DA4 | Super-jumping Mowgli |
| 12 | ECCA-3DA4 | Mega-jumping Mowgli |

FOR CODES 13 THRU 18, DON'T GO OVER 100 GEMS OR COUNTER WILL RESET

- | | | |
|----|-----------|----------------------------------|
| 13 | D4CA-4DDF | Bonus gems worth 2 |
| 14 | D7CA-4DDF | Bonus gems worth 3 |
| 15 | D0CA-4DDF | Bonus gems worth 4 |
| 16 | D4C2-4FAF | Red gems worth 2 |
| 17 | D7C2-4FAF | Red gems worth 3 |
| 18 | D0C2-4FAF | Red gems worth 4 |
| 19 | DD65-47AD | The amazing rock! (Just for fun) |

Disney's The Jungle Book is a trademark of The Walt Disney Company.

Double Dragon 5™ Game

B3C8-CFBF + B3C6-CDBF + BAC9-3FBF

Computer (player 2) can't perform special moves

DBBC-1F27

Allows you to pick up to 9 points of any attribute instead of 5

46C6-340D

Both characters start with 50% energy

F0C6-340D

Both characters start with 25% energy

DDAB-3DAE

Player 1 always wins

3C85-CF07

Harder to recover from dizziness

D685-C407

Dizziness doesn't last long

Double Dragon 5 and related names are trademarks of Leland Interactive Media.

Dream TV™ Game

1 8FA6 3DA8 + 8FAA 3FA8

Almost infinite energy

2 DDCE-C7DC

Infinite lives

3 D9B8-1F04

Start with 5 lives

4 DFB8-1F04

Start with 1 life

5 D6B8-1F04

Start with 8 lives

6 8F23-3768

Monsters take only 1 hit to kill—except skeletons

7 8F84-17D8

Mega-jump—switch off to land again

8 DDC7-1DD8

Can't get hit—some characters are white

9 4DBD-CF04

Start with 2/3 energy—1st life

10 4DCE-CD0C

Start with 2/3 energy—after 1st life

11 FDBD-CF04

Start with 1/3 energy—1st life

12 FDCE-CD0C

Start with 1/3 energy—after 1st life

Dream TV is a trademark of Triffix, Inc.

Equinox™ Game

1 C28F-AF4D

Protection from most small monsters

2 3CA0-0DC7

Infinite life energy

3 CEAE-0D17

Infinite magic—must have enough MP for spell to work

4 CB2A-C4D9

More energy from apples

5 4F27-1F00 + 4020-1FD0

Super jump

6 FC27-1F00 + 4020-1FD0

Mega-jump

7 DD86-674F + 3C86-671F

Colored doors don't need keys

8 B32C-4FA0 + CD2C-4700

Super speed

9 D9AC-6437

'Slow' spell lasts 2x as long

10 D6AC-6437

'Slow' spell lasts 3x as long

11 D9AB-6FC7

'Freeze' spell lasts 2x as long

12 D6AB-6FC7

'Freeze' spell lasts 3x as long

Equinox is a trademark of Sony Music Entertainment Inc.

Eye of the Beholder™ Game

1 8285 6D2C + 82DE-049B

Infinite HP

3 828D A798

No waiting to hit again

4 CBAA A726 + 3CA2-AD96

Kill with 1 hit—works for monsters too

5 D68B-A474

Pick a lawful, human male fighter and he will be at Level 8

6 D18B-A474

Pick a lawful, human male fighter and he will be at level 6

Eye of the Beholder is a trademark of Capcom U.S.A., Inc.

Fatal Fury 2™ Game

- | | |
|--------------------------------------|--|
| 1 DD7E-7FDD | Infinite time |
| 2 D47E-7FDD | Timer is 2x fast |
| 3 D77E-7FDD | Timer is 3x fast |
| 4 C250-7FA7 | Computer can't win a round—except last round |
| 5 CB85-E40F + D685-E46F + DD85-E4AF | Player 1 is Billy Kane |
| 6 DB85-E46F + CB85 E40F + DD85-E4AF | Player 1 is Axel Hawk |
| 7 CB85-E40F + DD85-E4AF + DC85-E46F | Player 1 is Lawrence B |
| 8 D885-E46F + CB85 E40F + DD85-E4AF | Player 1 is Wolfgang Krauser |
| 9 CB82-E40F + D682 E46F + DD82-E4AF | Player 2 is Billy Kane |
| 10 DB82-E46F + CB82-E40F + DD82-E4AF | Player 2 is Axel Hawk |
| 11 DC82-E46F + CB82-E40F + DD82-E4AF | Player 2 is Lawrence B |
| 12 D882-E46F + CB82 E40F + DD82 E4AF | Player 2 is Wolfgang Krauser |

CODES 13 AND 14 AFFECT STRAIGHT-UP JUMPS ONLY

- | | |
|--------------|--------------------------|
| 13 FDD5-EFCB | Super jump—player 1 |
| 14 EED5-EFCB | Bogus jump—player 1 |
| 15 6D7D-54AD | Infinite energy—player 1 |

FOR CODE 16, TURN EFFECTS OFF AFTER YOU PRESS START IN CODESCREEN AND KEEP OFF UNTIL CHARACTER SELECT SCREEN

- | | |
|--------------|-----------------------|
| 16 7D78-770D | Start with 1/2 energy |
|--------------|-----------------------|

Fatal Fury 2 and related names are trademarks of SNK.

The Incredible Hulk™ Game

- | | |
|--------------------------|---|
| 1 DFBD-CD6F | Start with 1 life |
| 2 D1BD-CD6F | Start with 6 lives |
| 3 DBBD-CD6F | Start with 9 lives |
| 4 D0BC-173B | Get 4 shots from gun |
| 5 DBBC-173B | Get 9 shots from gun |
| 6 F0BC-173B | Get 20 shots from gun |
| 7 4DB0-1F4B | Get 20 seconds from time icon |
| 8 0DB0-1F4B | Get 40 seconds from time icon |
| 9 8260-1465 + C2E9-44DF | Don't take damage from most enemies |
| 10 F3BE-144B | 2x energy from gamma capsules |
| 11 DDB8-171B | Gamma capsules act as mega-gamma capsules |
| 12 C96D-CDC6 | Infinite transformation capsules once picked up |
| 13 DA25-34A7 + DA34-47AD | Super jump—sometimes |
| 14 FB25-34A7 + FB34-47AD | Mega-jump—sometimes |
| 15 DCB7-44D0 | MEGA damage from Hulk's uppercut |
| 16 DCB1-4FD0 | MEGA damage from Hulk's head butt |
| 17 D0B7-44D0 | x4 damage from Hulk's upper cut |
| 18 D0B1-4FD0 | x4 damage from Hulk's head-butt |
| 19 C260-4746 | Energy doesn't go down when Hulked-out |
| 20 DDB2-1F0F | Start on level 2 |

- | | | |
|----|-----------|------------------|
| 21 | 4DB2-1F0F | Start on level 3 |
| 22 | 0DB2-1F0F | Start on level 4 |
| 23 | 6DB2-1F0F | Start on level 5 |

The Incredible Hulk and related names are trademarks of Marvel Entertainment Group, Inc.

Inspector Gadget™ Game

- | | | |
|---|-----------|---|
| 1 | D74B-E7D7 | Start with plungers at 3 |
| 2 | C216-5DD4 | Infinite lives |
| 3 | C297-8F0F | Infinite time |
| 4 | C269-5D0D | Keep coat after getting hit (invincibility) |

Inspector Gadget is a trademark of DIC Animation City, Inc.

Ken Griffey Jr. Presents Major League Baseball™ Game

- | | | |
|----|-----------------------------------|------------------------------|
| 1 | DFC3-170F | 1 ball and you walk |
| 2 | D4C3-170F | 2 balls and you walk |
| 3 | CBB3-1D2D | Can't walk a player |
| 4 | DFCE-1F0F | 1 strike and you're out |
| 5 | D4CE-1F0F | 2 strikes and you're out |
| 6 | C2BE-179D | Can't strike out |
| 7 | DF27-CFA4 | Invisible baserunners |
| 8 | D4C3-170F | 2 outs and whole team is out |
| 9 | C2A2-4D94 + C2AA-47B4 | No outs except strike outs |
| 10 | C28A-3FA7 + CBB0-4797 + C283-34D7 | Computer can't score |

Ken Griffey Jr. Presents Major League Baseball is a trademark of Major League Baseball Properties, Inc.

Knights of the Round™ Game

- | | | |
|----|-----------------------------------|--|
| 1 | 3C81-4461 + CB81-44A1 + DF81-47D1 | Start on stage 2 |
| 2 | 3C81-4461 + CB81-44A1 + D481-47D1 | Start on stage 3 |
| 3 | 3C81-4461 + CB81-44A1 + D781-47D1 | Start on stage 4 |
| 4 | 3C81-4461 + CB81-44A1 + D081-47D1 | Start on stage 5 |
| 5 | 3C81-4461 + CB81-44A1 + D981-47D1 | Start on stage 6 |
| 6 | EE2C-C7DC | More invincibility time after successful block |
| 7 | DAC9-1DD8 | Super jump—Arthur |
| 8 | DAC0-17DB | Super jump—Lancelot |
| 9 | DAC9-1FDB | Super jump—Percival |
| 10 | DD2A-3406 | No energy lost from special move |
| 11 | D12A-3406 | Less energy lost from special move |
| 12 | F02A-3406 | More energy lost from special move |
| 13 | 1D6B-47AF | Slower timer |
| 14 | F36B-47AF | Faster timer |
| 15 | 4029-4DD5 + 4022-1DD5 | Almost infinite energy |
| 16 | DDAD-17BF | Maximum energy from most food |

Knights of the Round and related names are trademarks of Capcom Co. Ltd.

Lamborghini American Challenge™ Game

- | | | |
|---|-----------------------|-----------------------------|
| 1 | DD6E-440D + D96E-446D | Start with \$128,000 |
| 2 | 5D6E-440D + D76E-446D | Start with \$88,000 |
| 3 | 6D6E-440D | Start with \$12,800 |
| 4 | C224-CF8F | Repair 10% of car for \$100 |

- | | | |
|---|-----------|----------------------------|
| 5 | 3324-C45F | Repair 10% of car for free |
| 6 | C22A-377D | Free turbos |

FOR CODES 7 AND 8, YOU MUST HAVE THE FULL PRICE OF THE TURBO

- | | | |
|----|-----------------------|---------------------------------|
| 7 | DC28-348D + DD28-34ED | Turbos for \$1000 |
| 8 | F028-348D + DD28-34ED | Turbos for \$2000 |
| 9 | D169-443B | Start with 6-speed transmission |
| 10 | 8B81-34D7 | Don't take damage in races |

Lamborghini American Challenge is a trademark of Automobili Lamborghini, S.P.A.

The Lawnmower Man™ Game

- | | | |
|---|-----------|---|
| 1 | 40BE-1DAD | Infinite lives |
| 2 | ECB6-4FD7 | Super jump |
| 3 | D785-376F | Energize icon effect is 2x longer |
| 4 | D985-376F | Energize icon effect is 4x longer |
| 5 | D1BB-4F64 | Bitstream powers up instantly—DON'T SHOOT TOO MANY BITSTREAMS AT ONCE |
| 6 | DDB5-CDAD | Keep weapon power ups once gained |
| 7 | CEB7-CFAD | Never lose homing bullets once gained |
| 8 | CEB7-CDAD | Never lose rear bullets once gained |

The Lawnmower Man is a trademark of The Sales Curve Ltd.

Lester the Unlikely™ Game

- | | | |
|---|-----------|---|
| 4 | C2C6-7F58 | Infinite lives |
| 5 | C2C2-8DEB | Don't take damage from most enemies |
| 6 | D0C2-848B | Flashing after getting hit lasts a long time |
| 7 | DAC2-848B | Flashing after getting hit lasts a real long time |

FOR CODES 8 THRU 9, YOU MAY GET TRAPPED AND HAVE TO RESET

- | | | |
|----|-----------|---|
| 8 | 0DCA-5D5B | Lighter gravity effect—MUST TURN OFF EFFECTS SWITCH RIGHT AFTER PRESSING START AND DON'T TURN ON UNTIL 1ST GAME PLAY SCREEN |
| 9 | 49CA-5D5B | Even lighter gravity effect |
| 10 | F9CA-5D5B | Amazingly lighter gravity effect |

Lester the Unlikely is a trademark of DTMC Inc.

Lufia & The Fortress of Doom™ Game

- | | | |
|----|-----------|---|
| 1 | 4DB4-D401 | Move around caves and world map quicker (except when leaving a vehicle—for example, the boat) |
| 2 | 8236-0F34 | Infinite hit points |
| 3 | 823A-0FC4 | Infinite magic points in battle mode |
| 4 | DDB8-6FD9 | No HP lost when walking over swamp ground |
| 5 | D0B8-6FD9 | More HP lost when walking over swamp ground |
| 6 | DF30-A718 | Cheap bombs—1 gold each |
| 7 | DF3C-0D18 | Cheap smokeballs—1 gold each |
| 8 | 6D8F-0DC4 | Immune to all petrifying effects (stone, poison, confused, etc.) |
| 9 | 95A8-67A4 | Shopkeepers don't charge for purchases—some shops only |
| 10 | FD34-0448 | More agility points from speed potion |

- | | | |
|----|-----------|--|
| 11 | FD30-0438 | More intelligence points from mind potion |
| 12 | FD31-07C8 | More strength points from great potion |
| 13 | FD3D-0F18 | Higher max level of magic points from spell potion |
| 14 | FD33-DDC8 | Higher max level of hit points from power potion |
- Lufia & The Fortress of Doom is a trademark of Taito Corporation.

Mario's Time Machine™ Game

- | | | |
|---|-----------------------------------|--|
| 1 | DD6A-1405 | Bonus timer doesn't count down in the whole game |
| 2 | CB64-3FA9 + DD64-34D7 + DD64-3409 | Don't lose mushrooms in collisions |
| 3 | DF24-1704 | 1 wrong answer to questions allowed |
| 4 | EE24-1704 | 255 wrong answers allowed—ignore sad face icon |

Mario's Time Machine is a trademark of Nintendo of America Inc.

NBA Jam™ Game—Alternate Codes

NOTE: THERE ARE 2 VERSIONS OF THESE CODES. IF THE 1ST CODE DOESN'T WORK ON YOUR GAME, THEN TRY THE 2ND CODE. CODES 1 THRU 16 AND 24 THRU 31 ARE THE SAME FOR BOTH VERSIONS

- | | | |
|----|-----------------------|---|
| 17 | D8E8-C718 / D8E7-C448 | All players have super dunk ability |
| 18 | D6E3-C748 / D6E1-CF38 | All players have infinite turbo |
| 19 | D6E2-CFC8 / D6E9-CD18 | All players always "on fire" |
| 20 | D8E6-C7C8 / D8ED-C418 | All players have super interception ability |
| 21 | D6ED-3DC8 / D6E5-C718 | "Juice" mode |
| 22 | D6EC-CF38 / D6E4-CDC8 | Shot success percentages displayed for non-dunk shots |
| 23 | D4BD-3038 / D4BA-C948 | Only need 2 baskets to be "on fire" |
| 32 | DDE6-3B2A / DDE1-3C2A | Turbo bar never goes up (until next quarter) |
| 33 | D3E6-3B2A / D3E1-3C2A | Turbo bar restores very slowly |
| 34 | F9E6-3B2A / F9E1-3C2A | Turbo bar restores much slower |
| 35 | F2E6-3B2A / F2E1-3C2A | Turbo bar restores slower |
| 36 | 0DE6-3B2A / 0DE1-3C2A | Turbo bar restores faster |
| 37 | 9DE6-3B2A / 9DE1-3C2A | Turbo bar restores much faster |
| 38 | 6FE6-3B2A / 6FE1-3C2A | Turbo bar restores extremely fast |
| 39 | D0E5-3CFA / D0E9-38FA | Turbo drains very slowly |
| 40 | D6E5-3CFA / D6E9-38FA | Turbo drains slower |
| 41 | FDE5-3CFA / FDE9-38FA | Turbo drains slightly slower |
| 42 | 44E5-3CFA / 44E9-38FA | Turbo drains slightly faster |
| 43 | 42E5-3CFA / 42E9-38FA | Turbo drains faster |
| 44 | 76E5-3CFA / 76E9-38FA | Turbo drains very fast |

NBA Jam is a trademark of NBA Properties, Inc.

NBA Showdown™ Game

- | | | |
|---|-----------------------------------|---|
| 1 | C23B-44A8 | No personal fouls—both teams |
| 2 | D4E3-14AA + DAB7 37DA + DA3F-140F | 12-sec. shot clock when ball is in-bounded—player 1 |
| 3 | D4E3-14AA + DA6E 47D8 + DA84-CDD8 | 12-sec. shot clock when ball is in-bounded—computer |
| 4 | C220-4FDF | Infinite shot clock—computer |
| 5 | C224-4DA4 | Infinite time |

- | | | |
|---|-----------|--------------------|
| 6 | DFED-342C | 1-min. quarters |
| 7 | D7E1-1D6A | 3 time-outs |
| 8 | C239-1F6D | Infinite time-outs |

NBA Showdown is a trademark of Electronic Arts.

Pirates of Dark Water™ Game

- | | | |
|---|-----------------------|--|
| 1 | 4F82-17AF + D583-1DDF | Energy bar refills itself about every 15 seconds |
| 2 | DD82-14AF | Infinite energy |
| 3 | C280-1F6F | Infinite lives |
| 4 | D9C8-4DA4 | Start with 6 lives—not when joining in |
| 5 | DFC8-4DA4 | Start with 2 lives—not when joining in |
| 6 | DDA5-1DDF | Don't lose energy from doing a special attack |
| 7 | 4D65-1FF5 + 4D63-440E | 1/2 energy for 1st life—you must get hit once |
| 8 | 4DB0-CFDF | Start with less energy—after 1st life |

Pirates of Dark Water is a trademark of Hanna-Barbera Productions, Inc.

Redline: F-1 Racer™ Game

- | | | |
|---|-----------------------|--|
| 1 | C98E-6FDF | Always in 1st place |
| 2 | CBC5-D70F + EEC5-D7AF | Instant 255 mph speed—best to get into 6th gear before you activate this code, then you can go 357 mph |
| 3 | C98C-6F0F | Don't lose speed when you get off accelerator button |
| 4 | C9BD-0F04 | No loss of speed on grass |
| 5 | 3CAA-AF04 | Infinite special fuel |

Redline: F-1 Racer is a trademark of Absolute Entertainment, Inc.

Saturday Night Slam Masters™ Game

- | | | |
|----|-----------|------------------------------|
| 1 | DDC1-CF6F | Stingray becomes Biff |
| 2 | DFC1-CF6F | Stingray becomes Gunloc |
| 3 | D4C1-CF6F | Stingray becomes Oni |
| 4 | D7C1-CF6F | Stingray becomes Titan |
| 5 | D9C1-CF6F | Stingray becomes Haggar |
| 6 | D1C1-CF6F | Stingray becomes Grater |
| 7 | D5C1-CF6F | Stingray becomes Rasta |
| 8 | D6C1-CF6F | Stingray becomes Jumbo |
| 9 | DBC1-CF6F | Stingray becomes Scorpion |
| 10 | DFC1-CD6F | Biff becomes Gunloc |
| 11 | D4C1-CD6F | Biff becomes Oni |
| 12 | D7C1-CD6F | Biff becomes Titan |
| 13 | D0C1-CD6F | Biff becomes Stingray |
| 14 | D9C1-CD6F | Biff becomes Haggar |
| 15 | D1C1-CD6F | Biff becomes Grater |
| 16 | D5C1-CD6F | Biff becomes Rasta |
| 17 | D6C1-CD6F | Biff becomes Jumbo |
| 18 | DBC1-CD6F | Biff becomes Scorpion |
| 19 | D3DB-5D01 | 14-second count outside ring |
| 20 | DCDB-5D01 | 10-second count outside ring |

- | | | |
|----|-----------------------|-------------------------------------|
| 21 | DBD6-5DD1 | 9-second count for pin |
| 22 | D1D6-5DD1 | 6-second count for pin |
| 23 | DFD6-5DD1 | 1-second count for pin |
| 24 | F31F-8F0D | Faster timer |
| 25 | 1D1F-8F0D | Slower timer |
| 26 | D12D-5765 + EB2F-5F05 | Stingray has faster jalepeno comet |
| 27 | 0C83-17D7 + D78E-1F67 | Quicker 'pattycake slap' for Grater |
| 28 | 0C83-1FA7 + D78E-1D07 | Quicker 'sonic fist' for Gunloc |
| 29 | 0C83-1F67 + D78E-1D07 | Quicker 'sonic fist' for Biff |
| 30 | 0C83-1707 + D48E-1FA7 | Quicker 'jungle fever' for Rasta |

Saturday Night Slam Masters and related names are trademarks of Capcom.

Star Trek: The Next Generation™ Game

Away Team Codes

- | | | |
|----|-----------------------|---|
| 1 | DD81-47DB + DD88-4DDB | Medical packs aren't used up |
| 2 | DF2A-1DD7 | Start each away mission with 1 medical pack |
| 3 | D42A-1DD7 | Start each away mission with 2 medical packs |
| 4 | D02A-1DD7 | Start each away mission with 4 medical packs (only 3 shown) |
| 5 | D92A-1DD7 | Start each away mission with 5 medical packs (only 3 shown) |
| 6 | DDAF-446C | Phaser power doesn't go down |
| 7 | F62A-1467 | Start away missions with phasers at 1/2 power |
| 8 | 402A-1467 | Start away missions with phasers at 3/4 power |
| 9 | DA2A-1467 | Start away missions with phasers at 1/4 power |
| 10 | 6D86-4FAB | Medical packs heal more |
| 11 | D486-44DB | Medical packs heal twice as much |
| 12 | D786-44DB | Medical packs heal completely |
| 13 | 8EA4-4FD6 | Crew members are immune to enemy fire |

Space Combat Codes

- | | | |
|----|-----------|--|
| 14 | DFB2-1DF7 | Forward torpedoes reload much faster |
| 15 | D4B2-1DF7 | Forward torpedoes reload faster |
| 16 | DFB8-1FF7 | Aft torpedoes reload much faster |
| 17 | D4B8-1FF7 | Aft torpedoes reload faster |
| 18 | C26C-3FFD | Forward torpedoes don't require recharging |
| 19 | C267-342D | Aft torpedoes don't require recharging |
| 20 | D6B4-1F27 | Enemy shields regenerate at half speed |
| 21 | D0B4-1F27 | Enemy shields regenerate at 1/4 speed |
| 22 | DDB4-1F27 | Enemy shields don't regenerate |
| 23 | F6B4-1F27 | Enemy shields regenerate faster |
| 24 | 3C6A-14FF | Forward phasers never lose power |
| 25 | C2B3-4DB7 | Forward phasers don't recharge |
| 26 | 3C69-17BF | Aft phasers never lose power |
| 27 | C2BE-44F7 | Aft phasers don't recharge |
| 28 | D764-1D24 | Torpedoes do half damage |
| 29 | D064-1D24 | Torpedoes do less damage |
| 30 | D564-1D24 | Torpedoes do slightly more damage |

- | | |
|--------------|-------------------------------|
| 31 D664-1D24 | Torpedoes do more damage |
| 32 DB64-1D24 | Torpedoes do much more damage |
| 33 DA64-1D24 | Torpedoes do double damage |

Star Trek: The Next Generation and Phaser are trademarks of Paramount Pictures.

Super Street Fighter II™ Game

- | | |
|--------------------------|---|
| 1 D002-EDD5 | No charging required for some special moves |
| 2 DD47-8DD1 | Some special moves can be done in the air |
| 3 3C10-7467 + 3C10-74A7 | Don't take damage except from throws or grabs—both players |
| 4 DD10-7707 | 1st normal hit wins—except throws or grabs |
| 5 1077-7F61 | Dizziness doesn't last |
| 6 4A9C-7FDF | Both players start with 1/4 health |
| 7 969C-7FDF | Both players start with 1/2 health |
| 8 609C-7FDF | Both players start with 3/4 health |
| 9 CB17-8FAD + 7D17-84DD | Every hit sets opponent on fire |
| 10 CB17-8FAD + F617-84DD | Every hit sets the opponent on fire and knocks him down |
| 11 CB17-8FAD + FC17-84DD | Every hit zaps the opponent and knocks him down |
| 12 CB17-8FAD + FA17-84DD | Every hit knocks the opponent down |
| 13 CB17-8FAD + DC17-84DD | Every hit is a "hard hit"—opponent almost never gets knocked down |

CODES 14 AND 15 DON'T WORK FOR THE COMPUTER

- | | |
|--------------------------|---------------------|
| 14 CB79-EF61 + D579-EFA1 | Players jump slower |
| 15 CB79-EF61 + D879-EFA1 | Players jump faster |

THE FOLLOWING CODES MAKE THE MOVES LISTED DO HEAVY DAMAGE

Ryu

- | | |
|--------------|--------------------------------------|
| 16 6E9D-8729 | Jab dragon punch, close to opponent |
| 17 6E9B-E429 | Fierce red fireballs from far away |
| 18 6E9D-E429 | Roundhouse hurricane kick in the air |

Ken

- | | |
|--------------|---|
| 19 6E96-8721 | Fierce dragon punch, close to opponent |
| 20 6E92-8F21 | Fierce fireballs, close to opponent |
| 21 6E9A-5721 | Roundhouse hurricane kick while on the ground |

Blanka

- | | |
|--------------|---------------------|
| 22 6E1C-E720 | Fierce forward ball |
| 23 6E1B-7D29 | Beast leap |
| 24 6E15-ED20 | Jab zap |

Chun-Li

- | | |
|--------------|----------------------|
| 25 6E5D-7D20 | Fierce fireball |
| 26 DE10-5425 | Down step |
| 27 6E11-8425 | Short lightning kick |

Honda

- | | |
|--------------|-----------------------|
| 28 6E99-8795 | Jab hundred-hand slap |
| 29 6E96-E495 | Fierce torpedo |

30	6E92-E795	Fierce sumo splash
	Guile	
31	6E16-5491	Fierce sonic boom
32	6E1E-7491	Roundhouse sonic kick, extremely close range
	Zangief	
33	6E51-EF90	Double spinning lariat (only certain hits)
34	6E5F-ED90	Spinning clothesline
	Dhalsim	
35	DE5E-8729	Yoga spear
36	6E5E-E429	Strong yoga flame (solid hit)
37	6E58-E729	Fierce yoga fire
	Sagat	
38	6E64-5F20	Roundhouse low tiger, from far away
39	6E62-7720	Fierce high tiger, from far away
40	6E53-ED25	Short tiger knee
41	EE27-479E	Jab projectiles move slower for everyone but Sagat
42	EE20-4D2E	Jab projectiles move slower for Sagat
43	EC20-4D9E	Fierce projectiles move faster for everyone but Sagat
44	E520-4F2E	Fierce projectiles move faster for Sagat
	Vega	
45	AE6A-8491	Fierce claw dive
46	6E62-8F91	Rolling claw attack
47	6E6E-EF91	Claw thrust
	Balrog	
48	6E6A-EF90	Fierce charging punch
49	6E62-E790	Roundhouse charging uppercut
50	6E69-5799	Fierce shoulder butt
	Cammy	
51	6EB3-5F20	Fierce spin knuckle
52	6EBB-5720	Roundhouse front kick
53	6EBF-5420	Roundhouse cannon drill, from far away
	Hawk	
54	6EB3-5F91	The Hawk
	Fei Long	
55	6EC7-5F20	Fierce slide punch (1st hit)
56	6EC0-5D20	Fierce slide punch (2nd hit)
57	6EC0-5720	Fierce slide punch (3rd hit)
58	6ECE-7420	Roundhouse dragon kick
	Dee Jay	
59	6EC5-EF99	Fierce hyper fist (1st hit)
60	6ECF-7D91	Fierce Max Out
61	6EC3-8F99	Roundhouse dread kick
62	DF81-E404	Each battle lasts only 1 round
63	FE0C-7FDD	Speed up timer
64	9C0C-7FDD	Slow down timer
65	3169-57A5	No delay after throwing fireball—Ryu and Ken

66	F122-E760	Player 2 starts right in front of player 1
67	1060-E405	Ryu's and Ken's hurricane kicks rise higher when done in mid-air
68	D1A9-1DBA	Faster hurricane kicks—roundhouse
69	DBA9-1DBA	Super fast hurricane kicks—roundhouse
70	D18C-74D5	Balrog has a faster turn punch—roundhouse
71	DB8C-74D5	Balrog has a superfast turn punch—roundhouse
72	D15E-8F60	Chun Li has a faster whirlwind kick—roundhouse
73	DB5E-8F60	Chun Li has a superfast whirlwind kick—roundhouse
74	DB2F-CD9A	M. Bison has a super fast psycho crusher—fierce
75	1086-5D00	M. Bison does his psycho crusher in one place—fierce
76	D553-5F00	Vega has a superfast claw roll
77	1053-5760	Vega does his claw roll in one place
78	DB23-179A	Deejay's dread kick is faster—fierce
79	DB23-1F9A	Deejay's dread kick is faster—strong
80	D1BE-E7A0	Cammy has an erratic cannon drill
81	DDBE-E760	Cammy has a superfast cannon drill
82	D620-17FA	Cammy has a superfast front kick—fierce
83	D620-149A	Cammy has a superfast front kick—strong
84	D620-14FA	Cammy has a superfast front kick—jab
85	D528-1D2A	Feilong has a superfast rekka-ken—strong
86	D627-1F2A	Feilong has a superfast rekka-ken—fierce

Super Street Fighter II and related names are trademarks of Capcom.

T2 The Arcade Game™ Game

1	DD2A-476B	Infinite missiles—player 1
2	DD2E-4DDB	Infinite missiles—player 2
3	6D33-47D6	Infinite energy—player 1
4	6D3F-1DA6	Infinite energy—player 2
5	5E27-44A7	Shields lasts longer
6	D62B-4F67	Plasma Pulse Energizer lasts longer—player 1
7	D628-47D7	Plasma Pulse Energizer lasts longer—player 2
8	C267-47A5	Keep P.P.E. for that level once picked up—P1
9	C260-4765	Keep P.P.E. for that level once picked up—P2
10	D12D-4707	Get 6 missiles for each 1—player 1
11	DB2D-4707	Get 9 missiles for each 1—player 1
12	D124-4D67	Get 6 missiles for each 1—player 2
13	DB24-4D67	Get 9 missiles for each 1—player 2
14	C9B7-1407	Infinite gunpower—player 1
15	C9B9-17D7	Infinite gunpower—player 2
16	FDB3-476F	Gunpower replenishes slower—player 1
17	FDB0-1F0F	Gunpower replenishes slower—player 2
18	FD3E-C7A3	10 credits
19	F93E-C7A3	15 credits
20	4D3E-C7A3	20 credits
21	D12B-44A7	P.P.E. does extra damage—player 1
22	F42B-44A7	P.P.E. does massive damage—player 1

T2 The Arcade Game and related names are trademarks of Carolco Pictures Inc.

Tetris 2™ Game

- 1 9DBD 3DF4 Select any round (1-player mode only)—at round select meter, keep pressing 'right' on d-pad
- 2 CBC5-4FDC + DDC5 4F0C + DDC5-4F6C Tile speed always at 0
- 3 CBC5-4FDC + EEC5 4F0C + DDC5-4F6C Tile speed always at 255
- 4 6DB1 346B More time to place the blocks where you want them—even after they hit the ground (left and right only once on ground)

Tetris 2 is a trademark of Elorg.

Timeslip™ Game

- 1 CD24-67A7 + CD24-6467 Keep gun power-ups after dying—not on J-bike stage
- 2 EE6B-670D Start with 16 lives
- 3 C22E-04A7 Infinite lives
- 4 C2B7-6DD0 Infinite energy—not on J-bike stage
- 5 DE2E-0F67 Start with 4 energy—after 1st life
- 6 D52E-0F67 Start with 3 energy—after 1st life
- 7 DE6C-6F0D Start with 4 energy—1st life
- 8 D56C-6F0D Start with 3 energy—1st life
- 9 3CC2-D769 Invincibility
- 10 6DB7-6460 Flash 2x longer when hit
- 11 FDB7-6460 Barely flash at all
- 12 C26F-6FD1 + C26C-07A1 + C26F-ADD1 + C26C-0FA1 Fewer enemies

Timeslip is a trademark of Vic Tokai Inc.

Wing Commander: The Secret Missions™ Game

- 1 C2A6-4D0D Infinite blaster power
- 2 C2C8-14AD Infinite fuel
- 3 D668-C402 Start on mission 8
- 4 D068-C402 Start on mission 4
- 5 3C66-C7A1 Infinite missiles

Wing Commander: The Secret Missions is a trademark of Origin Systems, Inc.

Wizardry VI™ Game

- 1 8288-A491 The whole party doesn't take damage from normal enemy attacks (doesn't protect from poison or certain magic spells)
- 2 4DBF-DD27 Create a character and he has a lot of gold

Wizardry VI is a trademark of Sir-Tech Software, Inc.

Young Merlin™ Game

- 1 D9B7-14F9 Faster Merlin
- 2 D46B-1030 Slower mine cart
- 3 D186-C1D1 Start with 6 heart containers—new game only
- 4 D686-C1D1 Start with 8 heart containers—new game only
- 5 D4C0-CD6F 2 energy hearts from rainbow water bottle
- 6 D7C0-CD6F 3 energy hearts from rainbow water bottle

Young Merlin is a trademark of Westwood Studios, Inc.

UPDATE BACK ISSUES (Use order form on next page)

Back Issue #1 (Vol. 1, No. 1)

BLAZEON™, CHESTER CHEETAH: TOO COOL TO FOOL™, CLUET™, FIREPOWER 2000™, GODS™, HUNT FOR RED OCTOBER™, IMPERIUM™, MAGICAL QUEST STARRING MICKEY MOUSE™, MONOPOLY™, NBA™ ALL-STAR CHALLENGE™, NHLPA HOCKEY '93™, ON THE BALL™, PRINCE OF PERSIA™, PUSH-OVER™, ROAD RIOT 4WD™, ROAD RUNNER'S DEATH VALLEY RALLY™, SPACE MEGAFORCE™, SPIDER-MAN AND THE X-MEN: ARCADE'S REVENGE™, STREET FIGHTER II™ (MORE CODES), SUPER STAR WARSTM GAMES

Back Issue #2 (Vol. 1, No. 2)

BATMAN RETURNS™, BEST OF THE BEST™, CYBERNATOR™, DRAGON'S LAIR™, FATAL FURY™, FINAL FANTASY II™ (ALTERNATE CODES), HARLEY'S HUMUNGOUS ADVENTURE™, KING ARTHUR'S WORLD™, LETHAL WEAPON™, OUTLANDER™, POPULOUS™, SONIC BLAST MAN™, STREET FIGHTER II™ (STILL MORE CODES), SUPER VALIS IV™, TERMINATOR™, TINY TOON ADVENTURES™ BUSTER BUSTS LOOSE™, WAYNE'S WORLD™, WING COMMANDER™ GAMES

Back Issue #3 (Vol. 1, No. 3)

ALIEN 3™, B.O.B.™, BAZOOKA BLITZKRIEG™, BUBSY™, DOOMSDAY WARRIOR™, DUNGEON MASTER™, E.V.O.™, FINAL FIGHT 2™, MARIO IS MISSING!™, MECHWARRIOR™, NIGEL MANSELL'S WORLD CHAMPIONSHIP RACING™, POCKY AND ROCKY™, PUGSLEY'S SCAVENGER HUNT™, SHADOWRUN™, STREET FIGHTER II: TURBO™, SUPER TURRICAN™, TAZ-MANIA™, VEGAS STAKES™, YOSHI'S COOKIETM GAMES

Back Issue #4 (Vol. 1, No. 4)

THE 7TH SAGA™, AEROBIZ™, ALIEN VS PREDATOR™, BATTLETOADS IN BATTLEMANIACS™, BOXING LEGENDS OF THE RING™, COOL SPOT™, GOOF TROOP™, KAWASAKI CARIBBEAN CHALLENGE™, MECAROBOT GOLF™, MORTAL KOMBAT™ GAME, OPERATION LOGIC BOMB™, ROCK N' ROLL RACING™, SECRET OF MANA™, SUPER MARIO ALL-STARSTM, SUPER OFF ROAD, THE BAJA™, TUFF E NUFF™, WORLD HEROESTM, YOSHI'S SAFARI™, ZOMBIES ATE MY NEIGHBORSTM GAMES

Back Issue #5 (Vol. 2, No. 1)

ACTRAISER 2™, CLAY FIGHTER™, DAFFY DUCK: THE MARVIN MISSIONSTM, DISNEY'S ALADDIN™, JURASSIC PARK™, MADDEN NFL '94™, NHL STANLEY CUP™, SUPER EMPIRE STRIKES BACK™, TECMO SUPER BOWL™, TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERSTM GAMES

Back Issue #6 (Volume 2, No. 2)

ACTRAISER 2™, BATTLETOADS/DOUBLE DRAGON™, BRAM STOKER'S DRACULA™, BUGS BUNNY IN RABBIT RAMPAGE™, FLASHBACK™, LETHAL ENFORCER™, MEGA MAN XT™, NBA JAM™, PALADIN'S QUEST™, RANMA 1/2™, ROBOCOP VERSUS THE TERMINATOR™, RUN SABER™, SOLDIERS OF FORTUNE™, TOP GEAR 2™, TOTAL CARNAGE™, WOLFENSTEIN 3-D™ GAMES.

NOW GET GAME GENIE CODES FAST ON COMPUSERVE®!

Go "GAMEGENIE" and look in Library 8 for the latest new codes.

If you're not a CompuServe member, call 1-800-524-3388 and ask for Rep #583 to get details about a FREE introductory membership!



CODE UPDATE ORDER FORM

SUBSCRIBE TO GAME GENIE® UPDATES!

GET THE LATEST CODEBOOK

Latest edition available on date your order is received. See Coupon.

You can get codes for popular new games released after your Game Genie Codebook was printed!

Subscribe now and you'll get four quarterly Code Update issues for only \$3.50 plus \$1.50 postage and handling.

NOW! ORDER BACK ISSUES for only \$1.00 plus 50¢ postage and handling each. Offer good while supplies last.

HOW TO ORDER:

- 1) Fill out the coupon.
- 2) Check off the merchandise you want.
- 3) Fill in merchandise price, sales tax on the merchandise price (CA residents only) and postage

- and handling for the item(s) you are ordering.
- 4) Enclose a check or money order with the coupon and mail to the address shown.

ALLOW UP TO 8-10 WEEKS TO RECEIVE FIRST MAILING OF UPDATE. ALLOW UP TO 4-8 WEEKS FOR DELIVERY OF CODEBOOK.

Offer void where prohibited or taxed. Offer may be modified or withdrawn, and price is subject to change, without notice. We are not responsible for lost, late or illegible mail. Do not send cash. Offer valid only in the U.S. © 1991, 1992, 1993 Lewis Galoob Toys, Inc. All Rights Reserved. Lewis Galoob Toys, Inc., South San Francisco, CA 94080.
Super NES is a trademark of Nintendo of America, Inc. Game Genie is a trademark of Lewis Galoob Toys, Inc.

Game Genie® Code Updates Super NES™ Order Form

Please fill in all information and print clearly.

Please send me the merchandise I've checked.

I'm enclosing the merchandise price,
plus postage and handling per item.
(CA residents add sales tax.)

IMPORTANT!

CHECK HERE IF RENEWAL ☐
Renew your subscription only if address label
says "LAST ISSUE". Renewal \$3.50 + \$1.50 p/h

Cust ID# _____

COPY FROM ADDRESS LABEL

Last Name _____ First Name _____

Address _____

City _____ State _____ ZIP _____

ZIP CODE MUST BE GIVEN

✓ Merchandise	Price
Back Issue #1 (Vol.1, No.1)	\$1.50
Back Issue #2 (Vol.1, No.2)	\$1.50
Back Issue #3 (Vol.1, No.3)	\$1.50
Back Issue #4 (Vol.1, No.4)	\$1.50
Back Issue #5 (Vol.2, No.1)	\$1.50
Back Issue #6 (Vol.2, No.2)	\$1.50
Back Issue Price of \$1.50 Includes Postage & Handling	

✓ Merchandise	Price
Code Update Subscription/Renewal (4 quarterly issues)	\$3.50
Update Postage & Handling	+\$1.50

✓ Merchandise	Price
Replacement Codebook	\$3.50
Codebook Postage & Handling	+\$1.50

Merchandise Price \$ _____

CA Residents Sales Tax*\$ _____

Postage and Handling
(per item) \$ _____

Total Enclosed \$ _____

Send a check or money order only, made
payable to Game Genie Updates.

Mail to:

GAME GENIE UPDATES/SUPER NES
P.O. BOX 5941
STACY, MN 55078



***IMPORTANT: CA RESIDENTS MUST INCLUDE YOUR
LOCAL SALES TAX ON THE MERCHANDISE PRICE.**

**ALLOW UP TO 8-10 WEEKS TO RECEIVE FIRST
MAILING OF UPDATE. ALLOW UP TO 4-8 WEEKS
FOR DELIVERY OF CODEBOOK**



GAME GENIE®

P.O. Box 5941

Stacy, MN 55078



Invented by

Codemasters™

CODEMASTERS IS A TRADEMARK BEING USED UNDER
LICENSE FROM CODEMASTERS SOFTWARE CO. LTD.